

### Abstract

A display method is provided in which a gaming image  $G_y$  is projected on an image display area defined in the game board of a *pachinko* machine in accordance with a gaming state, and when a predetermined condition has been satisfied, an information displaying image (an advertising image  $G_p$  or a television image  $G_t$ ) which represents information other than the information of a game with the *pachinko* machine is projected on, at least, part of the image display area.